<u>**Amendments to the Claims**</u>:

This listing of claims will replace all prior versions, and listings, of claims in the application:

<u>**Listing of Claims**</u>:

1.   (currently amended) A method for establishing a gaming session between a first network device that includes an operating system and at least one second network device in a communications network, the method comprising:

modifying the first network device for the gaming session, the modifying including<u>:</u>

loading a new operating system<u>,</u>

<u>booting the first network device up in the new operating system,</u>

<u>detecting a hardware configuration of the first network device,</u>

<u>generating a configuration file based on the detecting,</u>

<u>installing network access software and peering software using the</u> <u>configuration file</u>;

connecting the first network device to the communications network; and

establishing a peer-to-peer gaming session with the at least one second network device.

2.   (canceled)

3.   (currently amended) The method of claim [[2]] 1 further comprising:

installing gaming software using the configuration file.

4.   (currently amended) The method of claim [[2]] 1 wherein the detecting includes:

determining a video capability and a configuration of one or more of a hard disk

drive, monitor, memory, processor, communications interface, [[and]] or network interface of the

first network device.

5.   (original) The method of claim 1 further comprising:

connecting, prior to establishing the peer-to-peer gaming session, to a server.

6.   (currently amended) The method of claim [[6]] 5 wherein the server includes an

Internet Relay Chat (IRC) server.

7.   (original) The method of claim 1 wherein the connecting includes:

connecting to the communications network using Virtual Private Network (VPN)

security.

8.   (original) The method of claim 1 further comprising:

storing information relating to the peer-to-peer gaming session.

9.   (original) The method of claim 1 further comprising:

providing an ability to boot the first network device up in the operating system or the new operating system.

10.   (original) The method of claim 1 wherein the modifying includes:

removing the operating system after loading the new operating system.

11.   (original) The method of claim 1 wherein the loading a new operating system causes the first network device to be tuned for communications and peer-to-peer gaming.

12.   (currently amended) A device comprising:

a memory configured to store instructions; and

a processor configured to execute the instructions to:

receive a gaming package, the gaming package including an operating system, a script for detecting a hardware configuration of the device, software for accessing a network, and peering software,

load the operating system in response to receiving the gaming package,

detect a hardware configuration of the device using the script,

install the software for accessing the network and the peering software based on the detected hardware configuration of the device, and

establish a peer-to-peer gaming session with another device over the network using the software for accessing the network and the peering software.

13.   (original) The device of claim 12 wherein the operating system includes an open-source operating system.

14.   (original) The device of claim 12 wherein the gaming package further includes:

gaming software.

15.   (currently amended) The device of claim 12 wherein the processor receives the gaming package from one of a compact disk [[and]] or a digital video disc.

16.   (original) The device of claim 12 wherein, when receiving the gaming package, the processor is configured to:

download the gaming package from the network.

17.   (canceled)

18.   (currently amended) The device of claim [[17]] 12 wherein, when detecting the

hardware configuration, the processor is configured to:

determining a video capability and a configuration of one or more of a hard disk

drive, monitor, memory, processor, communications interface, [[and]] or network interface of the

device.

19.   (original) The device of claim 12 wherein the processor is further configured to:

store information relating to the peer-to-peer gaming session.

20.   (original) The device of claim 19 wherein the information relating to the peer-to-

peer gaming session includes information identifying a game being played in the peer-to-peer

gaming session.

21.   (original) The device of claim 12 wherein, when establishing the peer-to-peer

gaming session, the processor is configured to:

establish a connection to the network, and

establish a connection to a server, the server being configured to identify possible

gaming sessions.

22.　(original)　The device of claim 21 wherein the processor establishes the peer-to-peer gaming session in response to a selection of one of the identified possible gaming sessions.

23.　(original)　The device of claim 21 wherein the processor is configured to establish the connection to the network using Virtual Private Network security.

24.　(currently amended)　A network comprising:

a server configured to:

provide a list of games; and

a plurality of network devices, [[each]] at least one network device of the plurality of network devices being configured to:

receive a gaming package that includes an operating system, a script for detecting a hardware configuration of the device, software for accessing a network, and peering software,

load the operating system in response to receiving the gaming package,

detect a hardware configuration of the device using the script,

install the software for accessing the network and the peering software based on the detected hardware configuration of the device,

obtain the list of games from the server using the software for accessing the network,

select one game in the list of games, and

establish<u>, using the peering software,</u> a peer-to-peer gaming session with

at least one other network device of the plurality of network devices in response to selecting the

one game.

25.   (original) The network of claim 24 wherein the server is further configured to:

store information relating to the established peer-to-peer gaming sessions.

26.   (original) The network of claim 25 wherein the stored information includes:

information identifying the selected games,

information identifying the users associated with the plurality of network devices.

27.   (currently amended) The network of claim 26 ~~wherein~~ <u>further comprising:</u>

<u>a device to:</u>

<u>provide at least one advertisement to a first network device of the plurality</u>

<u>of network devices based on</u> the stored information ~~is used for targeted marketing~~.

28.   (currently amended) The network of claim 26 ~~wherein~~ <u>further comprising:</u>

<u>a device to:</u>

provide at least one fee-based service to a first network device of the plurality of network devices based on the stored information is used for providing fee-based services to the plurality of network devices.

29.   (original) The network of claim 25 wherein the server includes a plurality of geographically distributed servers.

30.   (original) The server of claim 29 further comprising:

a warehouse configured to store the information relating to the established peer-to-peer gaming sessions from each of the plurality of geographically distributed servers.

31.   (currently amended) A network device comprising:

means for receiving a gaming package, the gaming package including an operating system, a script for detecting a hardware configuration of the network device, software for accessing a network, peering software, and gaming software;

means for installing the operating system[[,]] based on receiving the gaming package;

means for detecting a hardware configuration of the network device using the script;

means for installing the software for accessing the network, the peering software,

and the gaming software based on the detected hardware configuration of the network device;

and

means for establishing a peer-to-peer gaming session with at least one other

network device using the software for accessing the network, the peering software, and the

gaming software.